

# 2020-2021 WEST SUBURBAN BASKETBALL

## 3<sup>RD</sup> – 8<sup>TH</sup> GRADE RULES

The purpose of the league is to provide boys and girls in the participating communities the opportunity to play a competitive level of basketball; to learn, and enjoy the game. The spirit of this league will be fair play, cooperation, and integrity. Each coach, player, and parent must abide by the rules, and more importantly, the spirit of the league. Individuals who are unable to do so will be asked to leave the league.

1. **RULES IN EFFECT** O.H.S.A.A. rules will be in effect, except where specific League rules differ. 5<sup>th</sup>-8<sup>th</sup> grade leagues will use the 28.5” ball. 3<sup>rd</sup>-4<sup>th</sup> grade leagues will use the 27.5” ball.

2. **TEAMS**

- There will be no limit to team rosters.
- Divisions: 3<sup>rd</sup>-4<sup>th</sup> grade, 5<sup>th</sup>-6<sup>th</sup> grade, girls 7<sup>th</sup>-9<sup>th</sup> grade, & boys 7<sup>th</sup>-8<sup>th</sup> Grade
- Players must be a resident of the school district, a non-resident attending a private or parochial school located in the city, have a current annual membership at the member city’s Recreation Center, or reside in a neighboring community not involved in our league.
- **ONLY** teams representing member municipalities will be accepted. No school or private teams.
- Players may be rostered in more than 1 league in our program.
- Violation of these rules may result in forfeiture of all games in which the illegal player participated. If unsure of a player’s status, check with your city Athletic Director. Extraordinary circumstances may result in the League Directors agreeing on exceptions.

3. **ROSTERS**

- **Rosters will be frozen upon completion of a team’s 5<sup>th</sup> game of the season.** If additional players are needed, players may be brought up from a younger league in your city, as per **Rule #5. UNDER NO CIRCUMSTANCE MAY A PLAYER FROM ANOTHER TEAM IN THE SAME LEAGUE BE USED AS A REPLACEMENT.**
- Each member organization, if entering more than 1 team in a league, **MUST** split the teams as evenly as reasonably possible regarding both skills and age or grade in school.
- This is a recreational league. All eligible registered participants **MUST** be placed on a team.

**NO CUTS ARE ALLOWED**

4. **TIMING OF THE GAME**

The clock will be a running clock that will stop at the direction of the referee for unusual delays such as injury, segment and period changes. The clock shall also stop for shooting fouls and restarted when the shooter is presented the ball for the 2<sup>nd</sup> shot or upon the miss of the 1<sup>st</sup> shot of a 1 & 1 bonus.

- During the last minute of the fourth quarter the clock will stop on all dead balls as per high school rules.
- If a team has a lead of twelve (12) or more points with less than 1 minute remaining in **the final segment of the game**, the clock shall run out without being stopped.
- Teams are allowed 30 seconds during segment changes, 60 seconds between quarters, and a 3 minute halftime.
- **Each team** is allowed three (3) timeouts of 1 minute each per game. Timeouts do not carry over to overtime. **A tied game at the end of regulation will remain tied except during playoffs.** If the tie is not broken in the overtime period during postseason play 3-minute overtime periods will be played until a winner is decided.

5. **MINIMUM PARTICIPATION**

- The game will be divided into **eight (8) segments; two (2) segments per quarter.** No participant may play two segments more than another. Exceptions may occur if a player must leave the game for any reason. Late arrival will result in a participant playing fewer segments. Segments are 4 minutes each.
- Players may be brought up from a younger league on a game by game basis **ONLY** if the team expects six (6) or fewer players to be able to participate in their game.

- A late arrival, if not ready to play prior to the start of the 2<sup>nd</sup> segment, will be penalized 1 segment of playing time, 2 segments once the 3<sup>rd</sup> or 4<sup>th</sup> has started, and 3 segments once the 5<sup>th</sup> has started.
- **Officials will stop the game approximately every four (4) minutes for a segment change.** Teams are allowed about 30 seconds to give brief instruction to players before resuming play.
- It is recommended that coaches leave a completed substitution planning sheet with the scorekeeper prior to the start of the game. If the coach makes any changes from the submitted plan, the scorekeeper must be informed of those changes. If a plan sheet is not given to the table, the coach forfeits any right to protest the official score sheet regarding segments played. If a planning sheet is not submitted, the name and number of each eligible participant **MUST** be submitted prior to the start of the game. **All** players that will participate in a segment **MUST** check in at the scorer's table prior to the start of each segment by merely showing your jersey#.

- The following chart lists the minimum and maximum number of segments to be played:

PLAYERS	MINIMUM SEGMENTS	MAXIMUM SEGMENTS
6	6	7
7	5	6
8	5	5
9	4	5
10	4	4
11	3	4
12	3	4

**Violations of this rule may result in forfeiture of the game, and/or disciplinary action.**

- If a player is injured or fouls out, the substitute player that completes the segment is charged with the segment **ONLY** if he/she enters with more than half the segment remaining.
- If a player fouls out or is injured and unable to continue play during the final segment, a bench player with fewest segments played **MUST** be inserted into the game. If all on the bench have played an equal number of segments, the coach may select the player of his/her choice as the replacement. The sub must report to the scorer's table to confirm he/she is a legal substitute.

**NOTE:** If it is known before the start of a game that a player will not be participating in the minimum number of segments due to disciplinary action, illness, or personal reasons, the coach **must** notify the opposing coach and scorekeeper; and the site supervisor prior to the start of the game. The parents of a penalized player must be notified. **The organization's representative must approve if this is a disciplinary action and inform both the league director and the opponent's representative.**

**MINIMUM PARTICIPATION EXCEPTION:** If a team has an overwhelming lead, the coach may elect to have some of his more skilled players play less than the mandatory minimum number of segments and allow others on the team some additional court time. The coach should communicate his intent to his opponent, the scorekeeper, and to the site supervisor.

## 6. OVERTIME

If the score is tied after regulation play **during the playoffs**, the game shall continue, for (1) OT period of 3 minutes without a change of direction until a winner is determined. ***There will be no overtime for regular season games.*** **One (1) time out per team will be allowed.** Unused timeouts from regulation time do not carry over.

The OT begins with a jump ball. Any 5 can start and subs are not mandatory, coach's option.

The clock will be a running clock except for the final minute of the overtime.

## 7. DEFENSES

Any zone or person-to-person defense is allowed.

**5<sup>th</sup>-8<sup>th</sup> Grades-** Full court press is allowed in the 4<sup>th</sup> quarter and during any overtime periods.

However, a team may not press with a lead of twelve (12) or more points.

**3<sup>rd</sup>-4<sup>th</sup> Grades-** NO FULL COURT PRESS ALLOWED

## **8. FOULS & FREE THROWS**

- A player will foul out of the game on his/her fifth foul.
- **5<sup>TH</sup>-8<sup>TH</sup> GRADES:** Bonus free throw is awarded on 7<sup>th</sup> team foul each half; Double bonus on 10<sup>th</sup>
- **3<sup>RD</sup>-4<sup>TH</sup> GRADES:** Shooting fouls only; no bonus free throws
- In the 3<sup>rd</sup>-6<sup>th</sup> grade leagues **ONLY**, the free throw shooter may shoot from either 12' or 15'. In either case the free throw line being used **MUST** be honored. When shooting is from the 12' line, players should line up on the **lower block**.
- If a shooting foul is called as a segment expires, substitutions will be made prior to the free throws being taken. If the shooter is coming out of the game he/she will be replaced immediately on a defensive rebound or on a successful final free throw.

## **9. BENCH CONDUCT**

- Only team players and **a maximum of three (3) coaches will be allowed on a team bench**. Only head coaches are allowed to stand and to approach officials during a game for a rules clarification. All players and assistant coaches on the bench must be seated throughout the game.
- Coaches, parents, players, and spectators should focus on the spirit of the league. Unsportsmanlike conduct **WILL NOT BE TOLERATED**, especially if directed toward game officials or participants.
- **Players & Coaches** ejected from a game (except for fouling out), are suspended from the next game.
- **Parents & Spectators** may be instructed to leave the building by a game official or a site supervisor. A 2<sup>nd</sup> ejection from a game site will result in that person being banned from attending any further games.

## **10. TECHNICAL FOULS**

- All technical fouls and ejections must be reported to the Program Coordinator when reporting the game scores. The individuals receiving the Technical MUST be properly identified.
- Two (2) technical fouls in a game = Ejection from game + suspension from team's next game.
- A 3<sup>rd</sup> technical foul = Suspension from the team's next game.
- A 4<sup>th</sup> technical foul = the player or coach is ineligible for remainder of the year.

## **11. MISCELLANEOUS**

- Any forfeiting team will be responsible for compensating the referees. A team must have a minimum of four (4) players on the court to start and finish a game. There is no grace period.
- Team jerseys must be worn during games. Each team will be responsible for their own jerseys.
- Referees, timer, and scorekeeper fees will be the responsibility of the host city
- If in the 4<sup>th</sup> quarter a team trails by 20 or more points, the possession arrow will remain in their favor until the point differential drops below 20 points.
- **If game officials require a team to wear pinnies, the host/home team will provide and wear them.**
- Protests must be submitted in writing to the League Commissioner within 24 hours of game completion.

## **12. SEASON ENDING TOURNAMENTS**

All teams will be invited to participate. The brackets will be finalized based on the standings thru games played on the Saturday February 27<sup>th</sup>. Any makeup games being played after that date will not be included in determining tournament seeding.

## **13. ELIGIBILITY**

Players may also participate on travel basketball teams, but OHSAA & CYO rules prohibit players on school rosters from participating in other leagues. An individual that is on a school roster as of December 30<sup>th</sup> may not be accepted into to our league.

## **14. SILENT SATURDAY**

This season we will have 2 scheduled Silent Saturday dates.

Coaches may deliver verbal instructions in a controlled manner while spectators will be allowed to applaud only in a supportive manner during the game. No yelling to players or loud cheering will be allowed. Anyone not honoring this request may be asked to leave the gym after a warning. The Silent Saturday dates are January 23<sup>rd</sup> and February 20<sup>th</sup>.

## **15. COVID 19**

- Players and coaches cannot show up no more than 15 minutes prior to their scheduled game time.
- Spectators cannot show up no more than 10 minutes prior to their scheduled game time.
- After each game the gym will be completely cleared to allow for disinfecting and sanitizing before the next group of people arrive.
- Coaches must bring their own warm up basketballs.
- Post-game huddles will not be permitted. Coaches are encouraged to utilize “zoom” or other virtual meetings tools.
- Basketballs must be cleaned and sanitized after each quarter by the scorekeepers.
- If your gym allows for it, provide a separate entrance and exit.
- Spectators, scorekeepers, coaches and players not on the court must wear masks.
- Spectators will be limited with a maximum of 2 spectators per participant. No exceptions. Please note that some gyms may only allow 1 spectator per participant depending on gym size.
- All spectators must check in when they arrive to the facility.